# **EAST Search History**

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
11	45	(DSP or digital near signal near process\$3) same control\$4 same host and 717/115-139.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/28 12:55
L2	124	(DSP or digital near signal near process\$3) same control\$4 same host and (717/115-139.ccls. or 712/221-245.ccls.)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/28 12:53
L3	17	I2 and interpret\$6 same (host or client or server or browser or target)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/28 12:55
L4	4183	(DSP or digital near signal near process\$3) same control\$4 same host	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/28 12:58
L5	509	4 and interpret\$6 same (host or client or server or browser or target)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/28 12:55
L6	137	4 and interpret\$6 near4 (host or client or server or browser or target)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/28 12:57
L7	0	4 and (707/501.1.ccls or 707/513. ccls.)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/28 12:56
L8	0	4 and 707/501.1.ccls	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/28 12:56
L9	0	4 and 707/513.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/28 12:57

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Lii	5	5 and script\$6 same embed\$4	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/28 12:58
L12	17	4 and script\$6 same embed\$4	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/28 12:58
L13	319	4 and exten\$6 near3 (function or method or routine or algorithm or program)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/28 12:59
L14	14	13 and "717"/\$.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/28 12:59
S1	29	DSP same extension with function and bus	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/28 12:52
S2	0	S1 and (ALU or arithmetic near logic near unit) same script\$6	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/07 14:33
<b>S</b> 3	0	S1 and (ALU or arithmetic near logic near unit) same (send\$4 or reciv\$4)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/07 14:34
S4	0	S1 and (ALU or arithmetic near logic near unit) and script	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/07 14:34
S5	13	DSP same extension with function and bus and interface same extension	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/07 14:37

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S6	1	S5 and (hypertext or html)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/07 14:35
S7	2	S1 and (hypertext or html)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/07 14:37
S8	2	S1 and markup near language	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/07 14:37
S9	225	DSP and extension with function and bus and interface same extension	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/07 14:37
S10	65	S9 and (hypertext or html)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/07 14:37
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ISIS: an adaptive, trilingual conversational system with interleaving interaction and

delegation dialogs

Helen Meng, P. C. Ching, Shuk Fong Chan, Yee Fong Wong, Cheong Chat Chan September 2004 ACM Transactions on Computer-Human Interaction (TOCHI), Volume 11 Issue 3

Publisher: ACM Press

Full text available: pdf(3.71 MB)

Additional Information: full citation, abstract, references, index terms

ISIS (Intelligent Speech for Information Systems) is a trilingual spoken dialog system (SDS) for the stocks domain. It handles two dialects of Chinese (Cantonese and Putonghua) as well as English---the predominant languages in our region. The system supports spoken language queries regarding stock market information and simulated personal portfolios. The conversational interface is augmented with a screen display that can capture mouse-clicks as well as textual input by typing or stylus-writing. ...

Keywords: Human-computer spoken language interface, interaction and delegation dialogs

Computing curricula 2001

September 2001 Journal on Educational Resources in Computing (JERIC)

Publisher: ACM Press

html(2.78 KB)

Full text available: pdf(613.63 KB) Additional Information: full citation, references, citings, index terms

3 Seeing, hearing, and touching: putting it all together

Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink August 2004 Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04

**Publisher: ACM Press** 

Full text available: pdf(20.64 MB) Additional Information: full citation

Pen computing: a technology overview and a vision

André Meyer

July 1995 ACM SIGCHI Bulletin, Volume 27 Issue 3

**Publisher: ACM Press** 

Full text available: pdf(5.14 MB) Additional Information: full citation, abstract, citings, index terms

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...

#### Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research

**Publisher: IBM Press** 

Additional Information: full citation, abstract, references, index terms Full text available: pdf(4.21 MB)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

### 6 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04

**Publisher: ACM Press** 

Full text available: pdf(63.03 MB) Additional Information: full citation, abstract

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

## 7 Facial modeling and animation

Jörg Haber, Demetri Terzopoulos

August 2004 Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04

**Publisher: ACM Press** 

Full text available: pdf(18.15 MB) Additional Information: full citation, abstract

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

## Human-computer interface development: concepts and systems for its management

H. Rex Hartson, Deborah Hix

March 1989 ACM Computing Surveys (CSUR), Volume 21 Issue 1

Publisher: ACM Press

Additional Information: full citation, abstract, references, citings, index terms, Full text available: pdf(7.97 MB)

Human-computer interface management, from a computer science viewpoint, focuses on the process of developing quality human-computer interfaces, including their representation, design, implementation, execution, evaluation, and maintenance. This survey presents important concepts of interface management: dialogue independence, structural modeling, representation, interactive tools, rapid prototyping, development methodologies, and control structures. Dialogue independence is th ...

The FINITE STRING Newsletter: Abstracts of current literature

Computational Linguistics Staff

January 1987 Computational Linguistics, Volume 13 Issue 1-2

Publisher: MIT Press

Full text available: pdf(6.15 MB) Publisher Site

Additional Information: full citation

10 The Hearsay-II Speech-Understanding System: Integrating Knowledge to Resolve

Uncertainty

Lee D. Erman, Frederick Hayes-Roth, Victor R. Lesser, D. Raj Reddy June 1980 ACM Computing Surveys (CSUR), Volume 12 Issue 2

**Publisher: ACM Press** 

Full text available: pdf(3.83 MB)

Additional Information: full citation, references, citings, index terms

11 Power minimization in IC design: principles and applications

Massoud Pedram

January 1996 ACM Transactions on Design Automation of Electronic Systems (TODAES), Volume 1 Issue 1

Publisher: ACM Press

Full text available: pdf(550.02 KB)

Additional Information: full citation, abstract, references, citings, index terms

Low power has emerged as a principal theme in today's electronics industry. The need for low power has caused a major paradigm shift in which power dissipation is as important as performance and area. This article presents an in-depth survey of CAD methodologies and techniques for designing low power digital CMOS circuits and systems and describes the many issues facing designers at architectural, logical, and physical levels of design abstraction. It reviews some of the techniques and tool ...

Keywords: CMOS circuits, adiabatic circuits, computer-aided design of VLSI, dynamic power dissipation, energy-delay product, gated clocks, layout, low power layout, low power synthesis. lower-power design, power analysis and estimation, power management, power minimization and management, probabilistic analysis, silicon-on-insulator technology, statistical sampling, switched capacitance, switching activity, symbolic simulation, synthesis, system design

12 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker August 2004 Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04

Publisher: ACM Press

Full text available: pdf(17.07 MB) Additional Information: full citation, abstract

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential

equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

13 Summary of the Second International Workshop on Network and Operating System

Support for Digital Audio and Video

Ralf Guido Herrtwich

April 1992 ACM SIGOPS Operating Systems Review, Volume 26 Issue 2

**Publisher: ACM Press** 

Full text available: pdf(2.58 MB)

Additional Information: full citation, index terms

14 Summary of the Second International Workshop on Network and Operating System

Support for Digital Audio and Video

Ralf Guido Herrtwich

April 1992 ACM SIGCOMM Computer Communication Review, Volume 22 Issue 2

Publisher: ACM Press

Full text available: pdf(2.32 MB)

Additional Information: full citation, index terms

15 SPL: a language and compiler for DSP algorithms

Jianxin Xiong, Jeremy Johnson, Robert Johnson, David Padua

May 2001 ACM SIGPLAN Notices, Proceedings of the ACM SIGPLAN 2001 conference on Programming language design and implementation PLDI '01, Volume 36 Issue 5

Publisher: ACM Press

Full text available: pdf(1.31 MB) Additional Information: full citation, abstract, references, citings, index terms

We discuss the design and implementation of a compiler that translates formulas representing signal processing transforms into efficient C or Fortran programs. The formulas are represented in a language that we call SPL, an acronym from Signal Processing Language. The compiler is a component of the SPIRAL system which makes use of formula transformations and intelligent search strategies to automatically generate optimized digital signal processing (DSP) libraries. After a discussion of the t ...

16 Predictability requirements of a soft modern

Michael B. Jones, Stefan Saroiu

June 2001 ACM SIGMETRICS Performance Evaluation Review, Proceedings of the 2001 ACM SIGMETRICS international conference on Measurement and modeling of computer systems SIGMETRICS '01. Volume 29 Issue 1

**Publisher:** ACM Press

Full text available: pdf(1.53 MB) Additional Information: full citation, abstract, references, citings

Soft Modems use the main processor to execute modem functions traditionally performed by hardware on the modem card. To function correctly, soft modems require that ongoing signal processing computations be performed on the host CPU in a timely manner. Thus, signal processing is a commonly occurring background real-time application---one running on systems that were not designed to support predictable real-time execution. This paper presents a detailed study of the performance characteris ...

**Keywords**: CPU scheduling, Rialto, Rialto/NT, Windows 2000, Windows NT, open real-time system, real-time, signal processing, soft devices, soft modem

17 Human-Computer Interaction in the Control of Dynamic Systems



: William B. Rouse

March 1981 ACM Computing Surveys (CSUR), Volume 13 Issue 1

**Publisher: ACM Press** 

Full text available: pdf(2.77 MB)

Additional Information: full citation, abstract, references, citings, index terms

Modes of human-computer interaction in the control of dynamic systems are discussed, and the problem of allocating tasks between human and computer considered. Models of human performance in a variety of tasks associated with the control of dynamic systems are reviewed. These models are evaluated in the context of a design example involving human-computer interaction in aircraft operations. Other examples include power plants, chemical plants, and ships.

**Keywords:** aircraft, control, dynamic systems, human-computer interaction, mathematical models, system design, task analysis

18 Interactive Editing Systems: Part II

Norman Meyrowitz, Andries van Dam

September 1982 ACM Computing Surveys (CSUR), Volume 14 Issue 3

**Publisher: ACM Press** 

Full text available: pdf(9.17 MB)

Additional Information: full citation, references, citings, index terms

19 Digital publication (panel session): status, opportunities and problems

Dick Phillips, Michael Lesk, Michael Hawley, Andries van Dam, Richard J. Beach August 1990 **ACM SIGGRAPH 90 Panel Proceedings** 

Publisher: ACM Press

Full text available: pdf(4.39 MB) Additional Information: full citation, index terms

20 Coordinating heterogeneous time-based media between independent applications

Scott Flinn

January 1995 Proceedings of the third ACM international conference on Multimedia

**Publisher: ACM Press** 

Full text available: html(53.68 KB) Additional Information: full citation, references, index terms

**Keywords:** auditory display, distributed systems, media integration and synchronization, operating system support, real-time scheduling, system architecture

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